## PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [ OR SMALL ENTITY **TOTAL CLAIMS** 9 RATE FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA **BASIC FEE** 385.00 BASIC FEE 770.00 9 TOTAL CHARGEABLE CLAIMS minus 20= Ю X\$ 9= X\$18= OR O 2 INDEPENDENT CLAIMS 0 minus 3 = X43 =X86= 0 OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR 0 \* If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** OR TOTAL 20 **CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT ENT RATE TIONAL RATE TIONAL AFTER **PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE ENDM **Total** Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL **AMENDMENT AFTER** RATE TIONAL **PREVIOUSLY EXTRA AMENDMENT PAID FOR** FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OB TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT **AFTER PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus • X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ""If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." OR ADDIT. FEE ADDIT, FEE

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Application or Docket Number